

TO: OHSAA Football Officials

FROM: Bruce Maurer, DOD; Beau Rugg, Assistant Commissioner

Subject: FB Bulletin # 2014-3 (Week 3); 9/12/14

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Player Equipment: It is IMPERATIVE that the entire Crew checks both teams for Mandatory & Illegal Equipment. I watched parts of 5 TV games this past week. Saw no instances of Illegal Equipment. Well done. This past F a Crew indicated they found 2 all white mouth pieces, 5 players with eye shade down their face, 2 players with play cards on their belts, & 4 players with different colored towels than their teammates. Please be diligent again this week.
2. Player Equipment: "Du Rags" are NOT Illegal Player Equipment.
3. KO Rule: 2 Crews called a foul for the RT not having 5 players within 5 YDS of their Free Kick Line. This is not a Rule now & has not been a Rule for many, many years.
4. KOM: BJ's & U's need to run, not jog or walk, to the Hash marks once the ball is kicked. The sooner we get to the HM the sooner we are able to STOP AND WATCH the play.
5. KOM: R-1 caught KO, ran up the field 5 YDS to the – 11 YL, then threw it half way across the field. LM punched it back & ruled backward pass. Well done. Be ready for it.
6. FGM & Rule: 2 Crews had a missed FGA from beyond R's 20 YL. They both spotted the ball at the previous spot. NO! This is a touchback. How can 10 different officials miss this Rule? BJ/U signal "no score" followed by TB.
7. Dead Ball Enforcement: R-1 signals & makes a fair catch of a punt. Then R-2 commits a DB foul before the ball was marked ready. Crew marked off penalty, 1st down & 25. NO. It will be 1st & 10 unless the DBF occurs after the R marks the ball ready.
8. Dead Ball Enforcement: If multiple DB fouls occur between downs all fouls Must be announced & enforced. They do NOT offset. We are communicating with players, coaches, fans, etc. so it is important to mark them off in their "order of occurrence".
9. Dead Ball Officiating: Watched a game with the B defensive back thought the receiver committed OPI. Such was not the case. But then the B player started throwing his arms up in the air repeatedly & made a motion of throwing a flag – a clear case of UNS. We all need to be "Great Dead Ball Officials" during the game.
10. Helmet to Helmet Contact: BJ made a great call in the secondary on helmet to helmet contact. However, the Crew told the HC that helmet to helmet contact is an automatic ejection. This is incorrect. The officials must decide whether the contact warrants a DQ.

11. DQ: If a crew disqualifies a player from the contest he must sit the remainder of that game plus the next game. A DQ Report must be filed with OHSAA. You cannot tell the player and/or HC that he is “out” for this game but can play the next game.
12. Penalty Enforcement: There is nothing in the Gold Book that says the **U** must walk off the penalty yardage in the side zone when the foul occurs there. He can either mark it off there or go from the hash mark if he so chooses.
13. Player Suspended: If a player needs to be suspended for talking to an opponent or is “on the edge” of fouling, it is imperative that the calling official notify the crew & know the correct number of the player. We do not want to be yelling across the field from one wing to the other wing.
14. Play Clock: **R** marks the ball ready with 3:25 on the GC. GC goes down to 2:59 & no flag is thrown by the **BJ**. Can the **R** throw his flag for DOG? Yes. We are at the game to get the calls right. There is nothing in the NFHS Rules Book that says the **BJ** can give A more than 25 seconds to snap the ball.
15. White Mouth Pieces: If a player or team (in one instance) has all white or clear mouth pieces they can take a magic marker, place some marks on the mouth piece, & they become legal. See GB, P. 37, Section 16D.
16. Coin Toss: Once the CT has been completed & the Captains leave, all 4 or 5 officials need to check with each other regarding the winner & choices. One Crew was arguing at halftime as to which team won the toss.
17. Flag: Remember to throw your flag at the “corresponding yard line” for a spot foul rather than at the exact spot. Why? Saw a **LJ** throw his flag & hit a player – fortunately on his shoulder pad.
18. Whistle Mechanics: “Let Your Mind Digest What Your Eyes Have Seen” – do NOT sound your whistle until you are POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control?
19. Game Clock: GC was stopped for an incomplete pass on the previous down. Wings ruled a FST correctly for the next play & the ball was snapped, then the Crew sounded whistles to shut it down. Well Done. However, 7 seconds ran off the GC & no one caught it.
20. Point Differential Rule (Week 2): 126 out of 373 varsity games (33.7%) were decided by 30 or more points.